Use cases - uDoDo

Use case: Add a new task

Summary:	This is how the user adds a new task.
Priority:	high
Extends:	-
Includes:	Title.
Participators:	Actual user

Normal flow of events	
Actor	System
1 User types a title in the textfield and presses "Add"-button.	
2	Displays a new task in the ToDo-list.

Alternate flow of events	
1.1 User doesn't fill in any information, and clicks ADD.	
Actor	System
	Doesn't add any task in the ToDo-list.

Use case: Delete task

Summary:	This is how the user deletes a task.
Priority:	high
Extends:	-
Includes:	-
Participators:	User

Normal flow of events	
Actor	System
1 User clicks the x-button on a task	
2	Task is deleted and no longer displayed in ToDo-list

Use case: Check/uncheck task

Summary:	This is how the user finishes a task in the ToDo-list.
Priority:	high
Extends:	-
Includes	TaskModel
Participators:	User

Normal flow of events	
Actor	System
1	User marks the checkbox on a task-item in the ToDo-list.	
2		Moves the task from it's category, and displays the task as checked in the "Finished Tasks" - list

Alternate flow of events	
1.1	User unmarks a checkbox on a finished task-item in the "Finished Tasks" - list.	
	Actor	System
		Moves the task back to the category associated with it, and displays the task with the checkbox unchecked.

Use Case: Change color theme

Summary:	This is how the user changes the color theme of the application
Priority:	low
Extends:	
Includes:	GraphicConstants, ColorSettings, GUIView
Participators:	Actual User

Normal flow of events	
Actor	System
1	User presses "Settings" in program menu.	

2		Displays a menu with "Color Theme" as option.
3	User hoovers with mouse on "Color Theme" menu item.	
4		Displays a submenu with the possible choices of color themes.
5	User clicks on a color theme.	
6		The application changes color.

Use Case: Create a new category

Summary:	This is how the user creates a new category.
Priority:	low
Extends:	-
Includes:	Title. No separate UC:s needed, the UC:s are fully included in this case.
Participators:	Actual user

	Normal flow of events	
	Actor	System
1	User types a categoryname in the textfield, and presses the OK-button or return key, to create a new category	
2		Creates and displays a new category in the categorylist.

	Alternate flow of events	
1.1	User presses OK-button, or return key, to create a new category, without typing in a title.	
	Actor	System
		Doesn't add a new category in the categorylist.

Use Case: Delete category

Summary:	This is how the user deletes a category.
Priority:	low
Extends:	
Includes:	No separate UC:s needed, the UC:s are fully included in this case.
Participators:	Actual user

	Normal flow of events	
	Actor	System
1	User clicks the x-button on the category.	

2		Deletes the category and all the tasks associated with it.

Use case: Edit task title

Summary:	This is how the user edits the title of an existing task.
Priority:	medium
Extends:	-
Includes:	-
Participators:	Actual user

Normal flow of events	
Actor	**System**
1 User clicks on a specific task.	
2	Displays detailed information on the task in a panel next to the tasklist.
3 User presses the settings button in the panel with detailed task information.	
4	Displays all the information as editable, including a textfield with "Set new title" as instruction.
5 User types a new title in the new title texfield and presses the OK-button.	The new title is saved and displayed on the task in the list. The panel with the detailed information is now not in editable mode, and the new information is displayed.

Alternate flow of events	
5.1 User doesn't change the title, and clicks OK	
Actor	**System**
	Leaves the task title unchanged.
5.1 User presses CANCEL-button	
Actor	**System**
	The last saved information is displayed as in normal flow of events, and the detailed information is no longer in editable mode.

Use case: Set/edit task description

Summary:	This is how the user sets or edits the description of a task.
Priority:	medium
Extends:	-
Includes:	Description
Participators:	Actual user

Normal flow of events	
Actor	**System**
1 User clicks on a specific task.	
2	Displays detailed information on the task in a panel next to the tasklist.
3 User presses the settings button in the panel with detailed task information.	
4	Displays all the information as editable, including a textfield with the instruction "Change description".
5 User types a description in the texfield and presses the OK-button.	
6	The description is saved and displayed in the detailed information on the task in the panel next to the task list. The panel with the detailed information is now not in editable mode.

Alternate flow of events	
5.1 ser presses CANCEL-button	
Actor	**System**
	The last saved information is displayed as in normal flow of events, and the detailed information is no longer in editable mode.

Use case: Set/edit deadline

Summary:	This is how the user sets or edits the description of a task.
Priority:	medium
Extends:	-

Includes:	Deadline
Participators:	Actual user

Normal flow of events	
Actor	**System**
1	User clicks on a specific task.	
2		Displays detailed information on the task in a panel next to the tasklist.
3	User presses the settings button in the panel with detailed task information.	
4		Displays all the information as editable, including a calender button to change deadline.
5	User presses the calender button.	
6		Displays a pop up window with a calender.
7	User picks the wanted date for deadline and click	
8		The pop up window disappears, and the deadline for the task is displayed in the panel with detailed information.
9	User presses the OK-button.	
10		The dedline is saved and displayed in the detailed information on the task in the the list and in the panel next to the task list. The panel with the detailed information is now not in editable mode.

Alternate flow of events	
7.1	User presses CANCEL-button in the calender wi	
	Actor	**System**
		No deadline is set. The detailed information panel is still in editable mode.
9.1	User presses CANCEL-button	
	Actor	**System**
		The last saved information is displayed as in normal flow of events, and the detailed information is no longer in editable mode.